THE STAR RAIDERS

MUTANTS & MASTERMINDS

THIRD EDITION

THE STAR RAIDERS

In a galaxy in upheaval, heroes are found in unlikely places. That's certainly the case for the crew of the *Marauder*, who have become known—and wanted—in the Stellar Imperium and the Grue Unity for their involvement in recent events. Some within the Republic Alliance call the Star Raiders heroes, others dismiss them as pirates, mercenaries, or renegades. In truth, they are all of those things and more.

After the Stellar Imperium invaded and conquered the Lor Republic, a faction of the Assembly of the Sacred Prophets—the ancient Lor religious order—quietly seized the mining facilities on Micara, a rocky, mineral-laden world, putting the native Micarans to work digging new mines and tons of precious, crystalline ores to ship off-world for processing. Stories about the Assembly secretly mining a "planet of gems" caught the attention of various pirates and low-lifes of the space-lanes, and one pirate vessel in particular, the *Bolt*, set its sights on the wealthy shipments.

The *Bolt*'s captain and crew underestimated the Assembly's protection of their new property, and the assault went sideways, the wide-eyed young raider recruit Kate Curtis—known as Cutlass in her own mind—teamed up with the stowaways Zok-Ten and Qor'Re she discovered on the ore freighter. The trio managed to escape from the Assembly's troops with a legendarily large Micaran crystal—only to be captured by the robotic drones of the Curator, an artificial intelligence created by the Preservers.

On the Curator's ring-world, the three were placed in captivity, while the massive crystal was added to the Curator's collection of artifacts and information for study and cataloging. With the aid of Zok-Ten's technopathic powers, and unexpected assistance from an alien marsupial calling herself Sydney, the three escaped and armed themselves once again. Syd insisted on also rescuing her friend Ceph, an even more alien life-form, and the unlikely group faced-off against the Curator's necrobots: drone corpses animated and controlled by technology.

They stole a mothballed ship from one of the countless displays of the vast ring-world complex, and blasted their way out of the archive and into the space-lanes beyond, only to run almost straight into the forces of the Stellar Imperium and the Assembly, looking for the Micaran crystal the crew had stolen. Only in the chaotic confrontation with Imperium forces did the fugitives learn that the entire planet of Micara was altered eons ago by the Preservers into a massive archive, storing their infinite scientific knowledge in crystalline drives. Most of these drives eventually evolved into the world's unusual life, erasing untold treasures and secrets but birthing an entire race, but a scant few crystalline drives remained large and unshattered enough to preserve some data. Psychic impressions within the crystal fragment Kate "Cutlass" Curtiss and her friends stole proved to be a map to lost Preserver sites across the galaxy. While the crystal drive itself is lost somewhere within the Curator's fortress-museum, the technopath Zok inadvertently downloaded some of its data into his own memory, increasing his value to the Imperim as Star-Khan sought the legendary artifacts and powers of the Preservers.

The unlikely crew agreed to band together to evade the justicars and hounds of the Imperium, the sinister psychic agents of the Assembly, and the drones of the Curator. Over time, lesser pirates have also learned of the valuable knowledge the crew hordes, and even the shape-shifting agents of the Grue Unity and other interstellar governments now hunt the renegades across the stars. Naming themselves the Star Raiders, the crew now hopes to find enough Preserver artifacts to help put an end to the Star Khan's Imperium—or at least enough valuables to set themselves up somewhere safe for life—but are well aware they could also lead their pursuers right to lost technology too dangerous for anyone to control. In the meantime, they use their ship, the *Marauder*, to make lightning-swift attacks against the Imperium, to aid the Republic Alliance, and to try their best to outrun the trouble that they manage to cause in the process.

ADVENTURES & ADVERSARIES

The Star Raiders are unlikely heroes, often doing good more by happening to be in the right place at the right time than out of any genuine altruism. They've been saddled with both power and responsibility, and are doing their best to handle both, as well as each other, but each member of the crew still wrestles with their own flaws and insecurities. In their adventures together, they have become a kind of family. Fitting, since each of them is an orphan or exile.

The primary driving force of the crew is Zok's partial "Preserver map" and its hints at the locations of ancient sites which may contain Preserver artifacts, technology, or information. Zok's assimilation of the map data is incomplete, his knowledge of the Preserver language is fragmentary, and its coordinates are skewed by thousands of millennia of stellar drift. Sometimes it requires considerable meditation and concentration for him to dredge up details while other times bursts of knowledge or coordinates erupt into his mind unbidden, triggered by proximity or familiarity.

The map alone is enough to make Zok-Ten and his crewmates the targets of nearly every major interstellar faction. In particular is the Stellar Imperium, which controls most of settled space where the *Marauder* operates. The Star-Khan wants control of the map and all of the treasures it may yield. Things are complicated by the Assembly of the Prophets, which "accidentally discovered" the map crystal while mining Micara. Although High Prophert Arolla-Nor is outwardly the obedient servant of the Star-Khan, she wants the map for her own purposes, to do with the Assembly's obsession with the "relics of the Star Gods". The Star Raiders spend time causing trouble for the Imperium even when they're not following up on clues from the map or plotting their next adventure.

The Grue Unity, the Imperium's greatest interstellar rival, is also interested in the map, as are the Argents and the Blackguard from the *Cosmic Handbook*. The Alliance—the remnants of the old Lor Republic—supports the Star Raiders from time to time, offering them safe ports and resources. Still, factions of the Alliance would love to obtain Preserver super-weapons or other artifacts that could tilt the balance of power in their favor, so the Raiders are still cautious about who they trust. Lesser adversaries include a variety of rival pirate crews and adventurers hunting for Preserver riches, as well as bounty hunters and mercenaries hired by the crew's various enemies to bring them back. Of course, the crew have their individual adversaries as well, and work together to protect each other.

WHAT ARE THE STAR RAIDERS?

The Star Raiders are a hardy band of misfits ready to ply the spaceways in search of adventure and profit. Pre-built with lenty of plot hooks and enemies, the Star raiders have enough adventure potential to kick off your own Cosmic Handbook adventures.

While they are designed to be a team of ready-to-run player character heroes, you should feel welcome to include the team in your own game as contacts or rivals for the PCs. Alternatively, the Star Raiders can serve as a villainous team of space pirates, assuming their various experiences hardened them into monsters rather than plucky rogues.

TEAM RESOURCES

The *Marauder* would likely be classified as a scout ship, if there were anything else like it in the galaxy. It is a bio-mechanical vessel, technology so advanced that it is practically "alive" and self-maintaining. It is capable of self-repair, "healing" damage over time, and can also reconfigure its interior structures and manufacture furnishings and common necessities for the sustenance and comfort of its crew. The ship is run by an advanced artificial intelligence that Kate calls "Murray". There's no indication that Murray is self-aware, or anything more than a highly sophisticated data-processing and voice-command system, but it has learned several languages from the crew and responds to their commands. Only the Star Raiders themselves are authorized to use and command the ship, and Murray locks-out any other attempt at controlling it. Most of the time, Murray speaks in a soothing, androgynous voice, though it is developing a growing tinge of sarcasm that Zok-Ten insists comes from Kate's "negative influence" on the AI. It claims to have no information about its own origins, any previous crew, or its creators, and the Star Raiders haven't found any reason to believe otherwise.

In addition to its advanced adaptive technology, The *Marauder*'s prime virtue is that it is fast—one of the fastest known ships in the galaxy—allowing the crew to outrun almost any pursuit, given the opportunity. The *Marauder*'s superluminal drive is fastest outside of a star system, but it is still capable of considerable speed within a system or in a dog-fight with other ships, making it a challenge for all but the most reckless pilots to control.

THE MARAUDER — VEHICLE · 82 EP

Size: Colossal, **Strength**: 16, **Speed**: 20 (space), **Defense**: 0, **Toughness**: 13, **Powers**: Blasters (Ranged Damage 12), Energy Torpedoes (Ranged Damage 12, Burst Area 10, Homing 8), Repair Systems (Regeneration 1), **Features**: Autopilot, Communications, Computer, Infirmary, Living Space, Workshop

CAPTAIN CUTLASS

*"Captain Cutlass...? Feared captain of the Star Raiders? Pirate queen of... oh, never mind!" *ZAP**

Kate Curtiss was born on Earth. As a child, she used to dream of a life of adventure and excitement far beyond the humdrum bounds of quiet, dull Emerald City, where nothing interesting ever seemed to happen. "Be careful what you wish for" became one of her maxims when a family camping trip in the Arcadian Forest resulted in alien abduction! Eleven year-old Kate never found out what the red-skinned shape-shifters wanted with her or her parents, just that they took the Curtisses on board their ship, and Kate was left alone and frightened in a small cell. Some time thereafter, the ship was attacked and the cell door irised open with a cloud of smoke, bringing Kate face-to-face with the infamous space pirate Starbow and his crew. He told her the bodies of two humans were among the dead, and that the Grue ship was scuttled. Taking pity on the orphaned child, Starbow took Kate onboard his ship, the *Bolt*, and adopted her as a sort of mascot, and eventually a full member of the crew.

For more than a decade, Kate got her life of adventure and excitement, learning the ins and outs of space piracy on the fringes of interstellar civilization. She proved a capable student for Starbow and his crew, even if she preferred a blaster and an energy blade to Stawbow's signature weapon. She picked up the nickname "Cutlass" from her Terran word for the sword, and no one called her anything else for years. Then came the destruction of Magna-Lor and the fall of the Republic, followed by the rise of the Stellar Imperium and upheaval throughout the galaxy. Life as a criminal became far more risky, and Starbow plotted for one last score big enough to get out of the business and lay low. That's when word reached the *Bolt* of a secret mining operation on Micara, the lost planet of jewels.

The raid on the Micaran shipment was daring, but ill-fated. The Assembly fought to protect a treasure far more precious than mere minerals. When things went south, Cutlass was cut off from her crew, but aided by the stowaways aboard the freighter: the mentat Zok-Ten and his Micaran friend Qor'Re. They escaped the fight on board the freighter and evaded the Imperium fighters locked in battle with the *Bolt*, only to be captured by the drones of the Curator. Time and again, Kate's ingenuity and ability to find friends in unlikely places has saved her hide.

Since pulling together her new crew, Cutlass has settled into her role as their captain. She's a natural leader, even if the rest of her friends are not exactly natural followers. Still, she somehow manages to inspire them and keep them focused, or at least keep their mayhem pointed in a useful direction. She has become quite fond and protective of the *Marauder* as well, thinking of it as her ship, and she treats its AI as a beloved member of the crew—to Zok's annoyance. Cutlass enjoys getting under Zok's skin, teasing the mentat out of his somber brooding like a big sister. She sees a bit of a kindred spirit in Syd, albeit one with more of a temper, and she looks out for both Quarry and Ceph, who can be naive. Kate talks a good game about being a hard-hearted pirate interested only in profit. She often finds herself doing the right thing in spite of her reputation.

Cutlass's relief at later discovering her old mentor Starbow survived the assault on the Micaran freighter was shattered when the space pirate wanted to use Zok-Ten for his own profit. Forced to choose between her new friends and her old teacher, Cutlass defied Starbow. The old pirate angrily told her he should never have taken her in, or told her that her parents were dead. Kate realized she had only Starbow's word about their deaths, and considered the possibility they could still be alive, somewhere, somehow. The two of them were quits that day, and Cutlass wants nothing to do with Starbow, if she can help it.

POWERS & ABILITIES

Cutlass has years of experience as a pilot and a raider against both ship and station targets. She's skilled in wielding both her laser blade and blaster, often simultaneously, and understands combat tactics in ways her crewmates do not. Her years of adventuring have resulted in an eclectic piles of gadgets from various cultures, including gravity-generating boots that allow her to maneuver in zero-gravity or run along any surface, and an eyepatch—for an eye she still has, appropriately enough—that houses a sophisticated sensor suite. Her most iconic treasures, however, are her signature laser cutlass—capable of slicing through nearly any material—and her Preserver omni-blasters—pistol-style weapons that can fire bolts of nearly any type of energy. Kate's unique training even allows her to wield her cutlass against adjacent opponents while firing a single blaster at a second opponent.

PLAYING CAPTAIN CUTLASS

Captain Cutlass is in charge of her motely crew, who look to her for guidance—even if they don't always stop to listen to it. Keep in mind her Leadership and Set-up advantages for helping out her crewmates and her skills in Deception and Persuasion, as well as her Luck advantage, when it comes to getting out of trouble. Her Quick Draw advantage also allows her to swap weapons quickly and easily, attacking nemies near and far. She is frequently the only one who gets most of Ceph's lyrical "commentary."

CAPTAIN CUTLASS PL 10

THE SWASHBUCKLING LEADER

REAL NAME Katherine "Kate" Curtiss **AGE** 28 **HAIR** Red

OCCUPATION Space Pirate **PLACE OF ORIGIN** Emerald City, Earth

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	2	4	4	0	2	4
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Acrobatics	8	+10
Athletics	6	+7
Close Combat: Swords	4	+8
Deception	8	+12
Expertise: Pop Culture	8	+8
Expertise: Space Piracy	6	+6
Perception	6	+8
Persuasion	6	+10
Ranged Combat: Blasters	6	+10
Vehicles	8	+12

ADVANTAGES

Advantage	Details
Beginner's Luck	Spend a Hero Point to gain 5 temporary ranks in a skill
Close Attack 2	+2 to Close attack rolls
Defensive Roll 3	+3 active bonus to Toughness
Improved Critical 2	Critical threat with X attacks on an 18–20
Improved Disarm	No penalty for Disarm actions
Improved Initiative	+4 Initiative
Leadership	Spend a Hero Point to remove a condition from an ally
Luck	Re-roll a die
Move-by Acton	Move both before and after a standard action
Quick Draw	Draw a weapon as a free action
Redirect	Redirect a missed attack to another target with Deception
Set-Up	Transfer the benefit of an interaction skill to an ally
Taunt	Use Deception to demoralize

POWERS

Gravity Boots • Sustained • Personal • Removable • *5 points* **Technological**

Movement 3 (Environmental Adaptation: Zero-G, Wall-crawling 2)

Laser Cutlass • Instant • Close • Easily Removable • *8 points* **Technological**

Strength-based Damage 4, Enhanced Advantage 2 (Improved Critical 2), Penetrating 4

Omni-Blasters • Instant • Ranged • Easily Removable • *13 points* **Technological**

Ranged Damage 10, Split, Variable Descriptor 2 (Technological)

ORACLE Eyepatch • Permanent • Personal • Removable • *4 points* **Technological**

Senses 5 (Analytical Vision, Darkvision, Direction Sense, Distance Sense)

Starrior Armor • Permanent • Personal • Removable • *10 points* **Technological**

Immunity 7 (Disease, Environmental Conditions (Cold, Heat, Radiation, Vacuum), Suffocation)

Protection 5

Swashbuckling Style • Permanent • Personal • *1 point* **Talent**

Feature 1 (Captain Cutlass can make a single Laser Cutlass attack and a single rank 5 Omni-Blaster attack against seperate targets as a standard action)

COMPLICATIONS

Code of Honor: While happy to lie, cheat, and steal, Kate can't lie to a handsome face or say no to a child.

Motivation—A Pirate's Life for Me: Cutlass lives for the thrill of daring-do. She has no real plans for the future, nor any real skill preparing them, living for the moment and chasing after big paydays.

Reputation: While Kate wants the name of "Captain Cutlass" to be feared and respected, few citizens of the galaxy have actually heard of her, and those who have are distinctly lacking in fear and respect.

DEFENSES

TOUGHNESS	10	7 W/O DEFENSIVE ROLL 5 W/O PROTECTION
DODGE	9	
PARRY	10	
FORTITIDE	7	
WILL	8	

COMBAT

INITIATIVE +6

Damage: ☐ **Dazed?** ☐ **Staggered?** ☐ **Incapacitated?** ☐

Attack	Bonus	Targets	Effect	Save
Laser Cutlass	+10	Parry	Close Damage 5 (Crit. 18–20)	DC 20
Omni-Blasters	+10	Dodge	Ranged Damage 10, Split	DC 25
Unarmed	+6	Parry	Close Damage 1	DC 16

Abilities 38 + Skills 33 + Advantages 15 + Powers 40 + Defenses 24 = 150 TOTAL

CEPH

"NEVER GONNA GIVE YOU UP.
NEVER GONNA LET YOU DOWN.
NEVER GONNA RUN AROUND
AND DESERT YOU."

Space is home to a great many strange things, and the being known as Ceph is without any question a strange thing. A tentacled enigma with a single large eye, it (Ceph is apparently agender) does not seem to hail from any species known to the Imperium or Order of Star Knights. It was encountered in the alien habitats of the Curator's ring-world, home to many unique and usual life-forms collected from across the universe. While superficially similar to the six-tentacled hexxim people, Ceph's five limbs, singular eye, advanced psychic abilities, and envelope of protective mucus all define it as a unique life form.

Syd came up with Ceph's name, taking it from part of the labeling of the alien's habitat. Ceph itself cannot speak—at least not as humanoids and other creature do. Instead the alien brute wields considerably telepathic and empathic abilities, allowing it communicate by "reflecting" or dredging up fragments of memories, feelings, and images in others' minds. To Cutlass's amusement, Ceph loves dredging up bits of music from her childhood on Earth, from pop music to commercial jingles.

Ceph remembers—or at least reveals—very little about its past, beyond bonding with its fellow prisoner Syd. On Syd's insistence, the others helped to rescue Ceph from the archive, and the tentacled alien has empathically bonded with the crew of the *Marauder*, considering them its extended family. In spite of appearances, Ceph is quite affectionate and sensitive, not wishing harm upon other creatures. It is nonetheless willing to fight to help defend its adopted family and preserve its own freedom. Its best friend among the crew remains Syd, who still maintains an overprotective attitude towards Ceph, insisting that "the big goober's too sensitive to get by without me." Ceph shares a certain introspective nature with Zok and a measure of Quarry's pacifist impulses. Ceph likes to rest and relax in a pool of slimy bio-proteins—the "warm soup," as Cutlass calls it.

The Star Raiders have speculated as to Ceph's origin and species, although there's no evidence to go on. If Ceph knows anything, it hasn't revealed it. It could be the alien is the last known example of an otherwise extinct species, preserved in the Curator's archive. Alternatively, it might be an immature or transitional form for another species. Ceph could have been genetically engineered, perhaps even a form of "bio-technology" created by another alien race like the Preservers. No one knows, but the fact that it appears to be the only one of its kind in the known universe doesn't seem to bother the cheerful alien, who enjoys the Star Raiders's company, and always has a sympathetic song, writhing dance, or nostalgic image to share.

Ceph is the unexpected cheerleader and conscience of the Star Raiders, drawn to help those in need and to open communication with strangers and look beyond appearances. It comforts and cheers the rest of the crew when they're down, helps to heal their hurts, and generally offers them a wet, slimy hug and a relevant song lyric when they need it, sometimes whether they want it or not.

POWERS & ABILITIES

In spite of its kind and peaceful nature, Ceph is surprisingly strong and resilient. The "big green slimeball"—as Syd affectionately refers to it—is amphibious and moves easily in gaseous and liquid atmospheres, along with microgravity. A resilient biology and protective "suit" of slime allows Ceph to survive in almost any environment, including the vacuum of space. It can stick to surfaces with its tentacles and use them for propulsion.

The alien is psychic, possessing various telepathic and psychokinetic powers: It can communicate mind-to-mind over a distance of miles, sufficient to maintain a mind link on board ship or within a city-station, but not at planetary distances. It can also delve into others' minds to pull up memories or other information, even sharing or projecting them as "replays." Ceph is still learning that other life-forms find this invasive and rude, and feels terribly distressed upon realizing it has overstepped important boundaries. Its telempathic projections can also lull the minds of others into a deep trance state. Ceph can psychokinetically manipulate small amounts of mass, sufficient to lift and move most humanoids. Lastly, the alien is an empathic healer, able to soothe pain and accelerate recovery from injury with a touch, and even infuse subjects with a rush of energy to help treat fatigue. This is accompanied by soothing and sympathetic psychic projections.

PLAYING CEPH

Ceph serves in a supportive role for the Star Raiders: healing them when they are hurt, helping to connect them telepathically when they need to communicate, and generally being a sympathetic sounding-board when one of the crew needs to rant a bit. Feel free to play up Ceph's unique means of communicating, describing various memory fragments it projects, but for practical purposes, you can communicate openly with the other players. The Star Raiders generally understand Ceph without any problems, so your fellow players should understand you. Don't forget about Ceph's Hide in Plain Sight advantage; it can be surprisingly sneaky when necessary.

CEPH

PL 10

TELEPATHIC ALIEN ENIGMA

REAL NAME Ceph (no other name known) **AGE** 28 **HAIR** None

OCCUPATION Burbling **PLACE OF ORIGIN** Unknown

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	2	4	2	0	5	0
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Close Combat: Unarmed	8	+10
Insight	5	+10
Persuasion	6	+6
Stealth	7	+9

ADVANTAGES

Advantage	Details
Animal Empathy	Use interactions skills normally with animals
Diehard	Automatically stabilize when dying
Hide in Plain Sight	Hide while being observed
Improved Grab	Make Grab attacks one-handed
Inspire 1	Spend a Hero Point to grant allies a +1 bonus

POWERS

Am Ceph • Permanent • Personal • *25 points* — **Racial**

- Elongation 2 (30 feet)
- Extra Limbs 3
- Immunity 10 (life support)
- Movement 3 (Environment adaptation: zero gravity, Slithering, Wall Crawling)
- Swimming 4 (120 feet)

Psychic Mind • Dynamic Array (20 points) • *29 points* — **Psychic**

- **Mind Reading**: Mind Reading 10 • *21 points*
- **Hypnotism**: Perception Ranged Concentration Affliction 6 (Resisted and Overcome by Will; Dazed, Stunned), Limited Degree, • *2 points*
- **Mind Link**: Communication 3 (mental) • *2 points*
- **Psychokinesis**: Move Object 3, Perception Range, Precise • *2 points*
- **Psychic Healing**: Healing 6, Energizing • *2 points*

COMPLICATIONS

Big Green Slimeball: Ceph is a writhing ball of slime-covered tentacles with one big eye. It stands out, even among other aliens.

Motivation—Family: Ceph is bonded with the rest of the Star Raiders, seeing them as family, and it works with them to help its family achieve their goals and find fulfillment.

DEFENSES

TOUGHNESS	8
DODGE	9
PARRY	10
FORTITIDE	8
WILL	11

COMBAT

INITIATIVE +2

Damage: ☐ **Dazed?** ☐ **Staggered?** ☐ **Incapacitated?** ☐

Attack	Bonus	Targets	Effect	Save
Hypnotism	—	Will	Perception Affliction 6	DC 21
Unarmed	+10	Parry	Close (30 ft.) Damage 8	DC 23

Abilities 58 + Skills 13 + Advantages 4 + Powers 54 + Defenses 21 = 150 TOTAL

QUARRY

"Please. Stop. You are only going to hurt yourselves."

If there can be said to be a common quality among intelligent life in the universe, it may be the desire to know and understand the unknown—to find out what lies beyond the next frontier—even if that quality is sometimes considered deviant by a particular species. Such is the case with the inhabitants of the hidden planet Micara, on the fringes of the Lor Republic. A rocky world of silicates and crystal complexes, Micara's shallow, salt-laden seas and high mountain ranges—along with tampering by the now-vanished Preservers—gave rise to silicate-based life which long ago explored and settled its homeworld and thereafter decided nothing more needed to be known about the greater universe. This content contemplation was not satisfying to all, however, and a small minority of micarans hungered to know more. Unfortunately, they got their wish.

Explorers from the Lor Republic discovered Micara and made contact with its reclusive inhabitants. The Micarans were not unfriendly, but also did not welcome strange, carbon-based life-forms to their world with open arms. Thus began a long and slow process of communication. The Republic explorers noted that vast mineral riches of the planet, along with some unusual readings, but Micara remained little more than a curiosity and a matter for the diplomatic corps to settle. That was until the discovery that certain crystals from Micara possessed a "lensing" effect for the psionic abilities of mentats, enhancing their abilities in a variety of ways. The same crystal complexes gave rise to intelligence among the Micarans themselves long ago, and were considered sacred to their people—not to be tampered with by indolent foreigners. Micarans possessed the same the same psionic enhancement property as the gems that seeded them. This made Micara—and the Mircarans themselves—potentially valuable assets.

Before the Lor could answer the tricky question of how to exploit the Micarans' strange gift, Magna-Lor and its entire planetary system was destroyed and the Republic fell into chaos. Micara was quite content to lose contact with the strangers from the stars. Then new humanoids came. They were part of a new Stellar Imperium, however, and not the arguably peaceful Republic. The Imperium came not with diplomacy but with religious writ and prophecy: agents of the Sacred Assembly of the Prophets. Following the conquest of the crumbling Republic and the rise of the Stellar Imperium, the High Prophet took the opportunity to follow up on reports of the unique properties of Micaran crystals. Under her command, the planet was annexed, its population pacified, and mining operations begun at once.

Qor'Re, a newly adult Micaran, was put to work alongside others, but Qor'Re possessed a defiant spirit that refused to be broken, and an intense curiosity about the universe beyond Micara. Moreover, Qor'Re sought to understand the alien conquerors as more than mere intruders, and sensed something unexpected from their compound: the pain and suffering of others. These were mentat test subjects for certain "enhancements" and Qor'Re made contact with one unfortunate named Zok-Ten. The two of them arranged an escape and stowed-away aboard a transport carrying crystalline ore. When pirates raided the ship, the fugitives met Cutlass and eventually the rest of the Star Raiders. It was Kate Curtiss who nicknamed the Micaran "Quarry," for multiple reasons she finds amusing but refuses to explain.

Although Quarry's species is asexual, reproducing by a kind of "crystal seeding," he has adopted male pronouns and dress from Terrans and the Lor. The notion of sexes and genders are just two of countless qualities of other species that Quarry finds fascinating, and he sometimes toys with the idea of becoming an adventurous "female" like his friends Kate and Syd, but worries he is too sensitive to make a good woman.

POWERS & ABILITIES

Quarry's Micaran physiology is based on silicon rather than carbon and Quarry has a stony body, giving him tremendous physical strength and resilience compared to humans. The organic crystal of Quarry's body grows quickly, repairing damage within minutes, and is largely immune to environmental concerns. Quarry can survive almost anywhere and needs only an occasional suspension of organic salts and regular bolts of electricity for sustenance.

Like certain crystals from Micara, Quarry's own body serves as a kind of resonator for psychic energy, allowing him to amplify or enhance psionic abilities like those possessed by Zok and Ceph by contact. As Micarans were not even aware of this capability until contact with the Lor, Quarry has no conscious control over it, so the nature of the amplification effect tends to be random, and sometimes dangerous.

PLAYING QUARRY

Quarry is a peaceful and curious soul, protective of his newfound friends aboard the *Marauder*, and eager to see new places and things throughout the universe. He understands how easily he can damage those around him, but secretly loves to cut loose in a fight. Never underestimate Quarry's ability to super-charge Zok or Ceph's psychic abilities. This uncontrolled ability allows the Gamemaster to introduce new plot twists or save the crew from dire situations.

QUARRY

PL 10

GENTLE, SEMIPRECIOUS GIANT

REAL NAME Qor'Re **AGE** 81 **HAIR** None

OCCUPATION Miner, Cosmic Tourist **PLACE OF ORIGIN** Micara

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	13	1	-1	4	2	1	1
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Acrobatics	6	+18
Close Combat: Unarmed	4	+8
Intimidation	10	+11
Expertise: Pop Culture	8	+8
Ranged Combat: Throwing	8	+7
Treatment	8	+10

ADVANTAGES

Advantage	Details
Accurate Attack	Trade Effect DC for Attack Bonus
Diehard	Automatically stabilize when dying
Improved Grab	Make Grab attacks one-handed
Improved Smash	No penalty on Smash actions
Interpose	Take an attack meant for an ally
Power Attack	Trade attack bonus for effect bonus
Weapon Bind	Free disarm attempt when you actively defend
Weapon break	Free smash attempt when you actively defend

POWERS

Micaran Physiology • Permanent • Personal • *31 points* **Racial**

Immunity 12 (Electrical Damage, Environmental Conditions (all), Suffocation (all))

Impervious Toughness 13

Regeneration 2 (once every 5 rounds)

Senses 4 (Infravision, Low-light Vision, Psychic Awareness, Ultravision)

Psychic Lensing • Sustained • Close • *12 points* **Racial**

Variable 3 (15 points), Affects Others Only, Limited to Augmenting Existing Powers, Limited to Psychic Powers, Uncontrollable

COMPLICATIONS

Motivation—Driven: Quarry is driven to try new things, explore new places, and (often) fight interesting new beings. Although kind and peaceful but nature, Quarry has a hard time turning down a challenge or new opportunity.

Precious: The minerals in Quarry's body are worth a small fortune, in addition to their psychic lensing value, which sometimes draws unwanted attention.

DEFENSES

TOUGHNESS	13	7 W/O DEFENSIVE ROLL 5 W/O PROTECTION
DODGE	5	
PARRY	7	
FORTITIDE	13	
WILL	7	

COMBAT

INITIATIVE +1

Damage: ☐ **Dazed?** ☐ **Staggered?** ☐ **Incapacitated?** ☐

Attack	Bonus	Targets	Effect	Save
Thrown Objects	+7	Dodge	Ranged Damage 12 (or less)	DC 27
Unarmed	+8	Parry	Close Damage 12	DC 27

Abilities 66 + Skills 20 + Advantages 8 + Powers 43 + Defenses 13 = 150 TOTAL

SYD

"Sheesh ... Placental mammals! Ya think yer sooooo great until someone starts cracking yer kneecaps with a rifle butt!"

Kate Curtiss didn't know what to expect in the vast, alien menagerie of the Curator's ring-world archive, but it sure wasn't a talking platypus with a knack for heavy ordinance. Still, that's what she found in the semi-tropical habitat labeled with the phonetic equivalent of "SYDNEY". The habitat's resident adopted that as her name—"Syd" for short—and Syd wanted out. With some help from Cutlass and friends, the diminutive gunslinger escaped her cozy confinement, along with her friend Ceph from a neighboring habitat. The Monotreme of Mayhem then proceeded to help everyone to steal the *Marauder* and bid good riddance to the only home she had ever known.

Like, Ceph, Syd has no idea where she comes from, although she vociferously denies that she is an Earth platypus. She's never seen another of her kind, and doesn't recall a life before her internment in the Curator's cosmic zoo. She has an instinctive knowledge of weapons systems—how to build, maintain, and use any form of weaponry or explosive—but doesn't know where and how she came by that experience. All that Syd does know for sure is that she spent a lifetime as a prisoner in primitive isolation, and what she wants is enough cred to buy a life of luxury… and ideally the opportunity to work out some of her misplaced aggression by kicking a lot of tail. Thus far, she's seen a lot more of the second part than the first, and there is every indication that Syd is just as bad at holding on to money as she is at acquiring it.

Although Sydney gruffly claims that she only tolerates the rest of the crew of the *Marauder*, she has actually grown quite fond of them. They are certainly the only friends she has known and the closest thing she has to a family. She's particularly close to the "big slimeball" Ceph, given the years they spent as fellow convicts in neighboring cells on the ring-world, and Syd looks out of the kindly empath, since it's clear Ceph's kind heart (or whatever organ it feels with other than its brain) can get it into trouble. The same goes for the literal rock-head Quarry and that kid Zok, if he could ever pull his head out of his CPU for a minute and look around him. At least Cap'n Cutlass is willing to blow some stuff up when it's needed, or at least let Syd do it, which is more fun. She's a pretty decent pilot by her own estimation, too. Her physiology is amphibious and well suited to swimming, which is easily Syd's least-destructive hobby, though she still prefers to relax by building explosives and tearing up the occasional port of call for the *Marauder*. Syd's burning desire to acquire credits is a driving force for getting the Raiders back on the job looking for opportunities, or prodding Zok's intuition for hints about another Preserver treasure hunt they can follow.

POWERS & ABILITIES

Syd is remarkably strong, fast, and tough for her size (or as she describes it, "you placentals types are just weak, slow, and flimsy for your size") and has an almost instinctive natural skill involving weapons systems of all kinds. Not only can Syd pick up a completely unfamiliar weapon and make use of it almost immediately, she has a knack for cobbling together weapons from any available parts and equipment as stunts of her Arsenal array. Syd's arsenal consists of some…questionable choices, including an unlicensed micro-singularity generator, a compact railgun capable of "shooting through ships," a collection of high-precision explosive charges, and a pair of plasma-generating pistols capable of melting through a bulkhead—if the barrels don't melt first. Syd's specialty is massive destruction and things that make big explosions. She's been heard to say silencers and subtlety "are for wimps." This is usually emphasized by cocking the charging lever of "Tommy", a dangerously overcharged particle beam rifle that is Syd's constant sidearm—and possible love interest.

In addition to her weaponry Syd is an excellent pilot and also has a head for criminal activity, at least knowing how to navigate the seedier side of whatever environment she finds herself in. It's unclear, even to Syd, how she came by these skills—although the "wanted" posters bearing her likeness that spring up from time to time seem to suggest at some point she came by them honestly.

Even without her arsenal, Syd is far from helpless. She has a natural electromagnetic sense for navigating in darkness, and venomous spurs in her limbs capable of slowing or immobilizing a creature several times her size. More than one opponent in a barroom brawl has learned of this particular gift after calling her "huggable."

PLAYING SYD

Syd is the most challenging character of the Star Raiders because she has to be the brains of the whole outfit, the motivating force, chief negotiator, accountant, technical support, and cavalry to pull everybody else's butts out of the fire—in her mind, at least. Cutlass may think she's in charge, but as Syd, you know she'd be lost without you.

The key to playing Syd is to take *action:* Don't wait around while everybody else is flapping their weird-looking jaws, go off and get some things done! Sure, you're probably going to tick some people off in the process, but—truth be told—you kind of like provoking them.

SYD

PL 10

WISECRACKING, BUTT-KICKING PLATYPUS

REAL NAME Sydney (self-named) **AGE** Unknown **HAIR** All over

OCCUPATION Weapon Enthusiast **PLACE OF ORIGIN** Unknown (NOT Australia)

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	6	6	4	6	0	2	1
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Close Combat: Unarmed	4	+10
Deception	2	+3
Expertise: Streetwise	6	+6
Ranged Combat: Blasters	4	+8
Technology	2	+2/+10
Vehicles	8	+12

ADVANTAGES

Advantage	Details
Connected	Call in favors with a Persuasion check
Defensive Roll 2	+2 active bonus to Toughness
Evasio	+2 bonus to avoid area attacks
Fearless	Immune to fear effects
Improved Initiative	+4 Initiative
Quick Draw	Draw a weapon as a free action
Takedown	Free extra attack when you incapacitate a minion
Uncanny Dodge	Not vulnerable when surprised or off-guard

POWERS

Arsenal • Array (31 points) • Easily Removable • *35 points* — **Technological**

- **Railgun**: Ranged Damage 10, Accurate, Multiattack • 31 points
- **Plasma Pistols**: Ranged Damage 8, Accurate 2, Split • 1 point
- **Shaped Charges**: Shapeable Area Damage 1, Triggered 2 • 1 points
- **Singularity Launcher**: Ranged Burst Area Damage 10 • 1 points
- **"Tommy"**: Ranged Damage 12 • 1 points

Gun Bunny • Permanent • Personal • *2 points* — **Talent**

Enhanced Skill 4 (Technology 8), Limited to weapons and explosives

Mononoid Physiology • Permanent • Personal • *21 points* — **Racial**

Feature 1 (waterproof fur)

Immunity 1 (drowning)

Senses 7 (Danger Sense, Accurate Ranged Detect Electromagnetic Fields, Direction Sense, Distance Sense)

Shrinking 4 (Innate, Permanent)

Swimming 4 (8 MPH)

Venomous Spurs • Instant • Close • *15 points* — **Racial**

Cumulative Affliction 5 (Resisted and Overcome by Fortitude; Hindered, Immobile, Paralyzed), Secondary Effect

COMPLICATIONS

Hey**, it's QUASI-legal**: Most of Syd's weapons are only "legal" because they haven't been seen in public yet, and sometimes her arsenal attracts unwanted attention.

Motivation—Creature Comforts: Syd is always after the next payday, but she's bad at holding on to money.

DEFENSES

TOUGHNESS	10	7 W/O DEFENSIVE ROLL 5 W/O PROTECTION
DODGE	9	
PARRY	10	
FORTITIDE	7	
WILL	8	

COMBAT

INITIATIVE +10

Damage: ☐ **Dazed?** ☐ **Staggered?** ☐ **Incapacitated?** ☐

Attack	Bonus	Targets	Effect	Save
Plasma Pistols	+12	Dodge	Ranged Damage 8, Split	DC 23
Railgun	+10	Dodge	Ranged Multiattack Damage 10	DC 25
Singularity Launcher	—	Dodge	Ranged Area Damage 10	DC 25
Spurs	+10	Parry	Close Affliction 5	DC 20
Tommy	+8	Dodge	Ranged Damage 12	DC 27
Unarmed	+10	Parry	Close Damage 0	DC 15

Abilities 52 + Skills 15 + Advantages 9 + Powers 59 + Defenses 15 = 150 TOTAL

ZOK-TEN

"Wait, I sense something. It's ... Oh. That's not good."

Zok-Ten doesn't care much for people and will generally tell them so. He has always been more comfortable with machines, even as a child. Born on the Republic capitol world of Magna-Lor, Zok showed an aptitude for technical skills at a young age. By the time he was well into primary education, it was clear he was meant for a career as a technician and he won many accolades for his many insights in the field. Although his instructors did not think Zok-Ten would invent the next technological breakthrough, they were impressed at his intuition with existing technology—and breakthroughs were few and far between in the settled interstellar society of the Lor Republic anyway.

It wasn't until Zok was well into his advanced studies that the truth changed his life forever. He began suffering headaches along with irritable and anti-social behavior. Comprehensive tests revealed the issue was not illness, but burgeoning psionic potential. The routine childhood tests designed to monitor telepathic potential in young Lor failed to pick up on Zok-Ten's abilities because his unique gifts were electrokinesis and technopathy: psionic influence over machines and the energies powering them.

While many Lor would have considered such a discovery an amazing stroke of luck, Zok found his whole life and identity crashing down around him. How much of his skill with technology was truly skill and how much of it was "cheating" unconsciously with his powers? He sullenly abandoned his studies and agreed to mentat training to learn control over his abilities. His training took him far from his beloved Magna-Lor, just in time for the cosmic menace Collapsar the Devourer to consume the planet and its entire star system, killing Zok-Ten's family along with billions of others. For a second time, Zok's life fell apart, such that he barely noticed when forces loyal to the Star-Khan seized the training academy and took the mentats there for "re-training" to serve the new Stellar Imperium that arose from the ashes of the Republic.

Zok-Ten might have ended up as one of the Imperium's psionic "hounds," but his stubborn attitude earned him a reputation among overseers as a troublemaker, and brought his technopathic abilities to the attention of High Prophet Arolla-Nor of the Assembly, the second most powerful individual in the new Imperium. She plucked Zok from the kennels of the hounds for her own purposes, beginning the process of instructing him and other mentats to serve the Sacred Assembly of the Prophets.

Zok-Ten and other mentats where shipped to a secret Assembly facility on the fringe planet of Micara, where the Assembly was experimenting with the newly-discovered Micaran crystals. The experiments were often haphazard and painful, and hard on the mentat "test subjects." Zok endured them at least partially because his mind was distracted, drawn to something he felt calling to him from the depths of the mines. It turned out to be a crystal artifact—one of the few Preserver data storage devices left intact on Micara. With help from Qor'Re, a native Micaran, Zok managed to escape from the Assembly facility and the two of them stowed aboard an ore freighter leaving the system. This led to their encounter with Cutlass and the adventures bringing them into contact with the rest of their crew and their new ship. During this time, Zok's powers accidentally accessed and copied data from the crystal drive before it was claimed by the Curator.

Zok-Ten still doesn't like people much, but the crew of the *Marauder* are his people nonetheless. Although he doesn't put too fine a point on it, Zok knows he's the smartest member of the crew, and certainly the most serious, as Cutlass often reminds him. He admires the captain's free-wheeling spirit, even if he won't admit it. He considers Quarry his literal rock, and relies on the Micaran's innate calm to keep himself focused. Zok and Syd strike the most sparks, as he tries to rein in Syd's willingness to go off half-cocked and she bristles at Zok's endless caution and vague pronouncements.

POWERS & ABILITIES

Zok-Ten has considerable psionic ability as an electrokinetic and technopath, allowing him to hack into, control, or destroy machines with his mind, as well as generate stunning bursts of electricity. He has also absorbed data from the "Preserver map" artifact, giving him mental impressions, dreams, visions, and occasionally accessible information about ancient Preserver sites and artifacts in the galaxy. While this information is tremendously valuable to many parties, Zok doesn't have conscious access to it and struggles with the burden of carrying it, to say nothing of the number of enemies hunting him down to literally rip it from his mind.

PLAYING ZOK-TEN

Zok is the technician of the Star Raiders, and sometimes their conscience, the one whose refrain is "Are we sure this is a good idea?" (followed by an "I told you it wasn't a good idea.") In addition to his established powers, keep in mind the option to spend a hero point for Zok to get some unusual insight from his powers and his access to the Preserver map in his head.

ZOK-TEN

PL 10

SHELTERED TECH-SAVANT

REAL NAME Zok-Ten **AGE** 22 **HAIR** Indigo

OCCUPATION Mentat, Technician **PLACE OF ORIGIN** Magna-Lor, Lor Republic

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	3	0	0	5	8	2
Close Damage	Toughness Defense, Fortitude Defense	Dodge Defense, Initiative Bonus	Ranged Attack Checks	Close Attack Checks, Parry Defense	Intelligence Checks	Will Defense	Presence Checks

SKILLS

Skill	Ranks	Bonus
Close Combat: Shock Web	10	+10
Expertise: Science	8	+13
Insight	6	+14
Investigation	8	+13
Technology	10	+15
Vehicles	4	+4

ADVANTAGES

Advantage	Details
Defensive Roll 4	+4 active bonus to Toughness
Eidetic Memory	Total recall, +5 bonus to remember details
Equipment 1	5 points of equipment
Inventor	Use Technology skill to create temporary devices
Precise Attack	Ignore attack penalties (close, cover)
Skill Mastery (Technology)	Make routine checks in any conditions
Speed of Thought	Use Intellect to determine Intiative bonus
Well-Informed	Immediate Invetsigation or Perception check

POWERS

Electrokinesis • Array (30 points) • *33 points* **Psychic**

- **Sensor Hack**: Remote Sensing 10 (visual and auditory), Simultaneous, Medium (electronic sensors) • *30 points*
- **Sensor Override**: Illusion 6 (all senses), Affects Objects Only • *1 point*
- **Shock Web**: Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned, Paralyzed), Affects Insubstantial 2, Reach 2 (10 ft.) • *1 point*
- **Shutdown**: Perception Nullify Technology 10, Broad • *1 point*

Technopath • Permanent • Personal • *9 points* **Psychic**

Comprehend Machines 2

Senses 5 (Accurate Analytical Technology Awareness, Radio)

Telepathy • Sustained • Perception • *9 points* **Psychic**

Mind Reading 4

AE: Radio Communication 2

EQUIPMENT

Mentat Armor • Permanent • Personal • *3 ep* **Technology**

Protection 3

Computer, Toolkit

COMPLICATIONS

Motivation—Freedom: Zok-Ten is a wanted fugitive from the Stellar Imperium and fears being captured and forced to serve the Assembly or the Imperium again.

Preserver Map: Zok's subconscious contains information from an ancient map to Preserver sites across the galaxy, which sometimes surfaces into his consciousness and is quite valuable to certain factions.

DEFENSES

TOUGHNESS	9	5 W/O DEFENSIVE ROLL 6 W/O ARMOR
DODGE	9	
PARRY	10	
FORTITIDE	6	
WILL	13	

COMBAT

INITIATIVE +5

Damage: ☐ **Dazed?** ☐ **Staggered?** ☐ **Incapacitated?** ☐

Attack	Bonus	Targets	Effect	Save
Shock Web	+10	Parry	Close (10 ft) Affliction 10	DC 25
Unarmed	+0	Parry	Close Damage 0	DC 10

Abilities 40 + Skills 23 + Advantages 11 + Powers 51 + Defenses 25 = 150 TOTAL

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